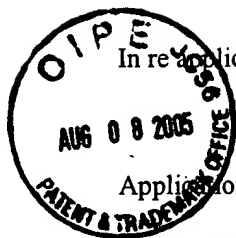


## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE



In re Application of:

Lindholm et al.

Application No.: 09/960,004

Filed: September 20, 2001

For: MASKING SYSTEM AND METHOD FOR A  
GRAPHICS PROCESSING FRAMEWORK  
EMBODIED ON A SINGLE SEMICONDUCTOR  
PLATFORM

Attorney Docket No.: NVIDP008B/P000057

Examiner: Unassigned

Group Art Unit: 2671

Date: June 28, 2002

COPY

## CERTIFICATE OF FACSIMILE

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Commissioner for Patents  
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Sir:

Transmitted herewith is an amendment in the above-identified application.

The fee has been calculated as shown below.

	Claims Remaining After <u>Amendment</u>	Highest Previously <u>Paid For Extra</u>	Present	SMALL ENTITY <u>RATE FEE</u>	OR	LARGE <u>RATE FEE</u>	ENTITY
TOTAL CLAIMS	<u>55</u> -	<u>22</u>	<u>33</u>	X09 = \$	OR	X18 =	\$594
INDEP CLAIMS	<u>09</u> -	<u>04</u>	<u>05</u>	X42 = \$	OR	X84 =	\$420
[ ] Multiple Dependent Claim Present and Fee Not Previously Paid				\$130		\$0	
TOTAL				\$		\$1,014.00	



Applicant(s) hereby petition for a month extension of time to respond to the outstanding Office Action.  
Applicant(s) believe that no (additional) Extension of Time is required; however, if it is determined that such  
an extension is required, Applicant(s) hereby petition that such an extension be granted and authorize the  
Commissioner to charge the required fees for an Extension of Time under 37 CFR 1.136 to Deposit Account  
No. 50-1351.



Enclosed is our Check No. in the amount of \$ to cover the additional claim fee and/or extension of time fees.  
If the required fees are missing or any additional fees are required to facilitate filing the enclosed response,  
please charge such fees or credit any overpayment to Deposit Account No. 50-1351 (Order No. NVIDP008B ).  
A copy of this sheet is enclosed for billing purposes.

Respectfully submitted,  
Silicon Valley IP Group, LLC.

Kevin J. Zilka  
Registration No. 41,429

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Telephone: (408) 971-2573



48. (New) A graphics pipeline system with an integrated masking operation, comprising:  
a transform module positioned on a single semiconductor platform for transforming graphics data;  
a lighting module positioned on the same single semiconductor platform as the transform module, the lighting module being for performing lighting operations on the graphics data;  
a set-up module positioned on the same single semiconductor platform as the transform module and the lighting module, the set-up module being for setting up the graphics data; and  
a rendering module positioned on the same single semiconductor platform as the transform module, the lighting module, and the set-up module, the rendering module being for rendering the graphics data;  
wherein a masking operation is capable of being performed utilizing the single semiconductor platform.
49. (New) The system as recited in claim 48, wherein the masking operation includes a 2-bit write mask for providing control to a word level of a buffer address.
50. (New) The system as recited in claim 48, wherein the masking operation includes individually masking a write operation to at least one register component such that unmasked components are taken from the register and masked components are bypassed.
51. (New) The system as recited in claim 48, wherein the masking operation masks an enabled bit of a control vector for allowing analysis of all remaining bits after execution of the masking operation.
52. (New) The system as recited in claim 51, wherein the masking operation masks vector vertex data for converting the vector vertex data to scalar vertex data.
53. (New) The system as recited in claim 48, wherein the masking operation is associated with an ambient attribute.

54. (New) The system as recited in claim 48, wherein the masking operation is associated with a diffuse attribute.
55. (New) The system as recited in claim 48, wherein the masking operation is associated with a specular attribute.
56. (New) The system as recited in claim 48, wherein the single semiconductor platform is adapted for coupling to a central processing unit for receiving instructions therefrom.
57. (New) A method for graphics processing, comprising:  
transforming graphics data from a first space to a second space;  
lighting the graphics data;  
performing a masking operation on the graphics data;  
setting up the graphics data; and  
rendering the graphics data;  
wherein the graphics data is set up, transformed and lighted, and the masking operation is performed, on a single semiconductor platform.
58. (New) The method as recited in claim 57, wherein the masking operation includes a 2-bit write mask for providing control to a word level of a buffer address.
59. (New) The method as recited in claim 57, wherein the masking operation includes individually masking a write operation to at least one register component such that unmasked components are taken from the register and masked components are bypassed.
60. (New) The method as recited in claim 57, wherein the masking operation masks an enabled bit of a control vector for allowing analysis of all remaining bits after execution of the masking operation.
61. (New) The method as recited in claim 60, wherein the masking operation masks vector vertex data for converting the vector vertex data to scalar vertex data.

62. (New) The method as recited in claim 57, wherein the masking operation is associated with an ambient attribute.
63. (New) The method as recited in claim 57, wherein the masking operation is associated with a diffuse attribute.
64. (New) The method as recited in claim 57, wherein the masking operation is associated with a specular attribute.
65. (New) A single-platform graphics pipeline system with an integrated masking operation, comprising:
  - a transform module positioned on a single semiconductor platform for transforming graphics data;
  - a lighting module positioned on the same single semiconductor platform as the transform module, the lighting module being for performing lighting operations on the graphics data;
  - a set-up module positioned on the same single semiconductor platform as the transform module and the lighting module, the set-up module being for setting up the graphics data; and
  - a rendering module positioned on the same single semiconductor platform as the transform module, the lighting module, and the set-up module, the rendering module being for 3-D rendering of the graphics data;wherein the single semiconductor platform is adapted for coupling to a central processing unit for receiving instructions therefrom;
  - wherein a masking operation is capable of being performed utilizing the single semiconductor platform;
  - wherein the single semiconductor platform is capable of operating with an application program interface.
66. (New) The system as recited in claim 65, wherein the masking operation includes a 2-bit write mask for providing control to a word level of a buffer address.
67. (New) The system as recited in claim 65, wherein the masking operation includes individually masking a write operation to at least one register component such that unmasked components are taken from the register and masked components are bypassed.

68. (New) The system as recited in claim 65, wherein the masking operation masks an enabled bit of a control vector for allowing analysis of all remaining bits after execution of the masking operation.
69. (New) The system as recited in claim 65, wherein the masking operation is associated with an ambient attribute.
70. (New) The system as recited in claim 65, wherein the masking operation is associated with a diffuse attribute.
71. (New) The system as recited in claim 65, wherein the masking operation is associated with a specular attribute.
72. (New) A method for graphics processing, comprising:
  - transforming graphics data from a first space to a second space;
  - lighting the graphics data;
  - performing a masking operation on the graphics data;
  - setting up the graphics data; and
  - 3-D rendering the graphics data;wherein the graphics data is set up, transformed and lighted, and the masking operation is performed, on a single semiconductor platform;
  - wherein the single semiconductor platform also operates with an application program interface.
73. (New) The method as recited in claim 72, wherein the masking operation includes a 2-bit write mask for providing control to a word level of a buffer address.
74. (New) The method as recited in claim 72, wherein the masking operation includes individually masking a write operation to at least one register component such that unmasked components are taken from the register and masked components are bypassed.

75. (New) The method as recited in claim 72, wherein the masking operation masks an enabled bit of a control vector for allowing analysis of all remaining bits after execution of the masking operation.
76. (New) The method as recited in claim 72, wherein the masking operation is associated with an ambient attribute.
77. (New) The method as recited in claim 72, wherein the masking operation is associated with a diffuse attribute.
78. (New) The method as recited in claim 72, wherein the masking operation is associated with a specular attribute.
79. (New) The method as recited in claim 72, wherein the single semiconductor platform is adapted for coupling to a central processing unit for receiving instructions therefrom.
80. (New) A single-platform graphics pipeline system with an integrated masking operation, comprising:
  - a transform module positioned on a single semiconductor platform for transforming graphics data;
  - a lighting module positioned on the same single semiconductor platform as the transform module, the lighting module being for performing lighting operations on the graphics data;
  - a set-up module positioned on the same single semiconductor platform as the transform module and the lighting module, the set-up module being for setting up the graphics data;
  - a rendering module positioned on the same single semiconductor platform as the transform module, the lighting module, and the set-up module, the rendering module being for 3-D rendering of the graphics data; and
  - memory positioned on the same single semiconductor platform as the transform module, the lighting module, the set-up module, and the render module for storing the graphics data;wherein the single semiconductor platform is adapted for coupling to a central processing unit for receiving instructions therefrom;

wherein a masking operation is performed utilizing the single semiconductor platform;

wherein a scissor operation is performed utilizing the single semiconductor platform;

wherein a clipping operation is performed utilizing the single semiconductor platform;

wherein the graphics data is blended utilizing the single semiconductor platform for blending triangles represented by vertex data associated with the graphics data;

wherein a vertex fog operation is performed on the graphics data utilizing the single semiconductor platform;

wherein the single semiconductor platform operates with a Direct3D application program interface;

wherein the single semiconductor platform also operates with an OpenGL application program interface.

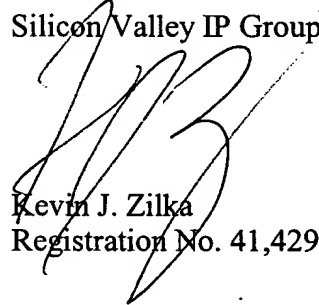


REMARKS

The claims have been amended for clarifying what is claimed in the present application. No new matter has been added.

In the event a telephone conversation would expedite the prosecution of this application, the Examiner may reach the undersigned at (408) 505-5100. If any fees are due in connection with the filing of this paper, then the Commissioner is authorized to charge such fees to Deposit Account No. 50-1351 (Order No. NVIDP008B/P000057). A duplicate copy of the transmittal is enclosed for this purpose.

Respectfully submitted,  
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**Application No.: 09/960,004**

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